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INDIANA JONES™

THE
ORIGINAL ADVENTURES



LUCASARTS™

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD™

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzene, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

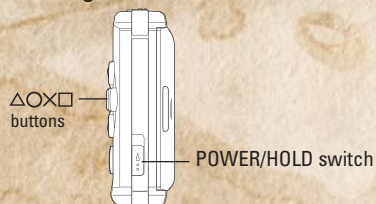
Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

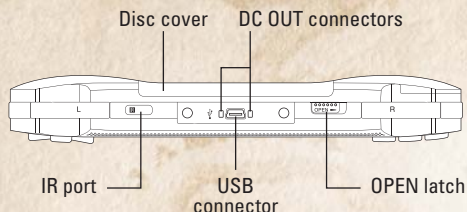


GETTING STARTED

Right side view



Front view



Setting Up Your PSP® (PlayStation®Portable) System

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **LEGO® Indiana Jones™: The Original Adventures** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **s** button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

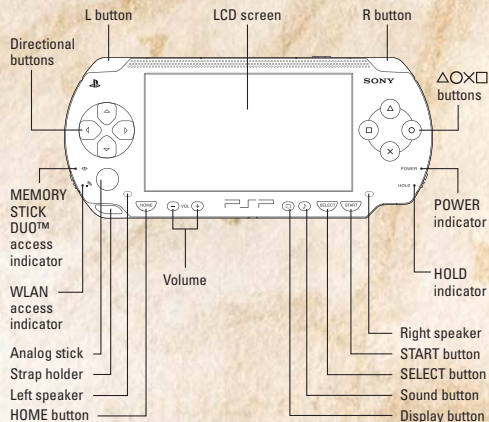
MEMORY STICK DUO™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

STARTING UP

PSP® (PlayStation®Portable) system configuration



Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

As you progress, a message will appear on screen indicating your profile and settings are being saved. While this message is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **LEGO® Indiana Jones: The Original Adventures**.

Wireless (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode.

Ad hoc Mode: Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.



WELCOME

He's smart, he's daring, he's brave, and he's plastic! Welcome to LEGO® *Indiana Jones: The Original Adventures*! Along with a colorful cast of friends and enemies, Indy seeks the greatest archaeological finds of all time. Use your whip to crack open the fun and swing into action in this all new LEGO® adventure.

BARNETT COLLEGE

Indiana's Classroom

Step into the halls where some of the greatest minds have discussed the most important discoveries of all times. One of the most famous of them all, Indiana Jones, has become the most popular professor the school has seen. Along with his teaching duties, it's here that Dr. Jones's plans for his next great archeological adventure!



Game Modes

To get right to the action, check out the three maps that lead to the three *Indiana Jones* adventures: *Raiders of the Lost Ark*; *The Temple of Doom*; and *The Last Crusade*. Each map has 6 locations that lead to different chapters. Once you complete studying the first chapter of Indy's *Raiders of the Lost Ark* adventure, *Lost Temple*, other chapters will be unlocked allowing you to move, in parallel, between all three of Indy's adventures.

STORY MODE & FREE PLAY MODE

Story Mode is where you can relive Indy's most action-packed moments. You can follow the events of his adventures and play as the original characters from the films. And don't forget about Free Play mode! Sure, it's a blast to play as the original characters, but think about how fun it would be to play those same amazing adventures with any character you want! You'll need to play each chapter with the original characters in story mode first before you can go around playing with anyone else in Free Play.

Please note that the Dean of Archeology has deemed Free Play mode levels to be too much fun and has only provided a few characters to play with. If you want more characters for Free Play mode, you'll have to unlock them.

EXPLORING BARNETT COLLEGE

The Library

Visit the Library to see history come to life! Talk to the Librarian to increase your collection of Free Play characters. Tag other characters in the library to take control of them, by pressing the button.

The Art Room

In a LEGO® world, anything is possible. In the Art Room, express your creativity by creating your own customized characters – then take them in to a Free Play adventure!

The Mail Room

In your adventures across the globe, look out for hidden packages containing ancient artifacts of great power. Whenever you find them, pick them up and take them to a mailbox. When your travels are complete and you return to the College, go to the Mail Room and make a collection - once you've paid for the shipping, of course! You can activate or de-activate these "Extra" powers using the Extras Menu, from the Pause Menu.

The Math Classroom

Got a secret code? Congratulations! Write it on the blackboard here.

Explore And Discover

Rumors abound of hidden areas in the College – perhaps, it is said, there are even secret levels, somewhere, waiting to be discovered. Can you uncover the truth?

ON-SCREEN INFORMATION

Player 1

LEGO Stud Total

Health

Adventurer Status



CONTROLS

Character / Vehicle Navigation	Analog stick
Jump	⊗ button
Attack	□ button
Use Ability / Tool	○ button
Use Whip	○ button
Pause / in-game options	START button
Freeplay Character Toggle	L / R buttons
Free Tag	△ button
Highlight menu option	Analog stick ↑/↓
Select highlighted option	⊗ button
Change Setting	Analog stick ←/→
Go Back / Cancel	○ button

Free Tagging

You need teamwork to solve puzzles, so at any time, press the △ button to switch characters.

CHARACTER ABILITIES

Building

In the world of LEGO® *Indiana Jones*, you'll often need to build an object out of LEGO® pieces to overcome an obstacle. Just approach a pile of LEGO® bricks and hold the ○ button to build.

The Whip

One of the best parts of playing as Indiana Jones is his mastery of the bull whip! Use it to gain access to areas of levels that he cannot reach by walking or jumping. Look for wooden whip platforms to discover many of the ways you can use the whip. Press the ○ button to drag, topple, pull, activate, and even disarm enemies!

Combat

Almost every character in the game has a combat-style, find out what you like best. However, keep in mind that some weapons have abilities to help you through a chapter. For example, the shovel can also be used to dig up treasure and pieces used to solve puzzles.

Carry



When you need to get an object from one place to another, what should you do? Pick it up of course! Whenever you are close to an object, press the ○ button to pick up that object. Look for special green pads to drop these objects on.

Rope Climb / Swing

Any character can climb to new heights with ropes. Jump towards the rope to grab hold and use the analog stick to access higher platforms. Press jump again to jump off.

Academic

In the *Indiana Jones* world, academic characters, like Prof. Jones Sr. and Marcus Brody, have the ability to access areas of the level by translating special jumbled pictures. Pick up books to allow any character to use this ability.



Excavate

Excavation characters like Sallah and Satipo have the ability to dig up objects or entrances to new areas of the level. Pick up a shovel to allow any character to use this ability.



Small Access

Sometimes the best character is the smallest! Small characters, like Short Round and the Maharajah, have the ability to use small access. Small characters can enter one and exit another in a different location and vice versa.



Object Throwing



Ammo problems? Start throwing the room at them! Most characters can throw chairs and bottles at enemies. Press the button to pick up the object and the button to throw it at the target.



Bananas / Monkey

It's time to get down to monkey business. When you can't get to an area because it is too high or the path is too small, throw a banana at what you want and get a monkey to do it.



Mechanics

Certain characters have the ability to fix any non working machine. Look for the sparks and tap the button when your character has a wrench in their hands.



Special Character Access

Certain areas can only be accessed by soldiers or Thuggees – but you can trick your way in by wearing the correct headgear. Pick up hats from defeated enemies to disguise yourself, then stand in front a guard post or Thuggee Statue and press the button for access.

ITEMS

Blow-ups

Blow-ups are destructible objects that can be destroyed by whip, gun or melee attack. Blow-ups reveal LEGO® studs and/or buildable elements when destroyed.



Build-its

Standard build-its

Build-its are piles of LEGO® bricks that can be constructed to make level objects such as switches, levers and steps. When standing near a pile of bricks that jiggle, press and hold the button to begin building. Some build-its have

“special” properties. When using special build-its, the three blue bricks must be found and placed on the blue special build-it pad before the special object can be built.



Silver LEGO® objects

Silver LEGO® objects can only be destroyed by large explosions. Look for dynamite or a bazooka to take out these objects.



Movable objects

Some objects in the game can be pushed by walking into them. Pull blocks can be dragged backwards by walking into the pull handle and thumbing the analog stick in the opposite direction.





Special Torches

You can use torches to clear your path of critters and blow up obstacles. Also, torches can set some objects alight.

Phobias

Certain characters have fears that won't allow them to move forward. For example, Indiana Jones is afraid of snakes, Prof. Jones Sr. is afraid of rats, and Willie is afraid of bugs. Find a torch to clear the snakes/rats/bugs from your path and conquer the character's fears.

Dynamite

Dynamite can be used to create large explosions by using specially lit torches next to them. These explosions will often destroy silver LEGO® objects that cannot be destroyed by regular weapons.

Collectibles

Studs

Studs are LEGO® currency and are used to purchase characters, abilities and hints. There are four types of LEGO® Studs, each with a different value:

- Silver – 10 points
- Gold – 100 points
- Blue – 1,000 points
- Purple – 10,000 points



Artifacts

There are ten artifact pieces located in each chapter, some accessible in Story Mode, but the majority can only be collected in Free Play. You must collect all ten to complete the artifact.



Hearts

Some items and enemies will reveal heart tokens when destroyed. Pick these up to restore your health.



Saving and Loading

When you first complete a chapter or purchase an item, you will be asked to select a save-game file. Choose where you want to save and press the  button to confirm.

You will be asked if you wish to enable auto-save, which is recommended. If you do so, LEGO® *Indiana Jones: The Original Adventures* will then save your progress into this file automatically at the end of each chapter.

CUSTOMER SUPPORT

Where to Find Us Online

Visit the LucasArts Web site at www.lucasarts.com. From there you can access the Support area where you will have the option to receive online technical support through Yoda's Help Desk, browse technical documents, or leave a message for an online representative.

Yoda's Help Desk

We are proud to feature Yoda's Help Desk, an interactive knowledge base, which is available in the Support section of the LucasArts Web site at <http://support.lucasarts.com>. Yoda's Help Desk offers solutions to technical issues based on information you provide. Visitors to Yoda's Help Desk will be able to receive technical support 24 hours a day, seven days a week. If Yoda's Help Desk is unable to provide you with a solution to your problem, you will be given the option to submit an e-mail message to an online representative.

Product Support Mailing Address

LucasArts P.O. Box 29908
San Francisco, CA 94129
ATTN: Product Support

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Product Order
P.O. Box 29901
San Francisco, CA 94129

Lucasfilm Ltd.
Attn: RETURNS
20100 S. Vermont Ave.
Torrance, CA 90502-1475



CREDITS

Developed by Travellers Tales

Director
Jon Burton

Head of Production
Paul Flanagan

Producer
Steve Wakeman

Head of Art
James Cunliffe

Head of Animation
Jeremy Pardon

Head of LEGO® Programming
John Hodgkinson

VP of Technology
Dave Dootson

Lead Game Programmer
Glyn Scragg

Game Programming
John Hodgkinson
Mike Jackson
Carl Lloyd
David O'Reilly
Paul Connor
Ralph Fernyhough
Glyn Scragg
Luke Giddings
Mike Spencer
Nicholas Jablonowski
Kevin Fairbairn
Jose Mendez

Lead Game Systems Programming
Dave Dootson
Steve Monks
Richard Taylor
Ralph Fernyhough
Roland Hougs
Jon Arden
Ali Brown
Julien Champagne
Steven Craft
Paul Hunter
Alan Murta
Vassilis Pouloupoulos
Hlynur Tryggvason
Paul Connor

Engine Technology
Jon Arden
Ali Brown
Julien Champagne

Steven Craft
Paul Hunter
Alan Murta
Vassilis Pouloupoulos
Hlynur Tryggvason

Lead Render Tech
Alistair Crowe

Lead Console Porting
Dave Connell

Port Programming
Dave Connell

Design Direction
Jon Burton
James Cunliffe
John Hodgkinson
James Kay
Glyn Scragg

Lead Designer
James Kay

Designers
Wil Evans
Stephen Sharples

Front End Art
Mike Snowdon

Lead Technical Artist
Deborah Crook

Level Setup and Artwork
Mike Snowdon
Barry Thompson
Dave Burton
Martin Palmer
Keith Shankland
Stuart Deakin-Berry
Michael Battersby
Cheng Xiang
Dimitris Krokidis
Liam Fleming
David Wollen
Chris Vaughan
Neil Allen
James Cunliffe
Deborah Crook

Lead Environment Artist
Robert Dickerson

Environment Artists
Paul McCormack
Igor Zielinski
Stuart Niblock
Richard Walker
Ezhi Vendan
Al Dooley
David Llewellyn
Euan Morrison
Darren Edwards
Jonathan Hooper

Concept Artists
Tim Hill
Paul McCormack

Lead Cutscene Animator
David Brown

Cutscene Animation
Mark Brown
Duncan Kinnaird
Charlotte Parker
Phil Gray
Andrew Unsworth
Vineet Chander
Jo Chalkley
Chris Woodworth
John Willmann

Additional Cutscene Animation
Bill Martin

Storyboard Artwork
Colm Duggan

Additional Storyboard Artwork
Justin Exley

Lead Character Animator
Helen Kershaw

Character Animation
Helen Kershaw
Richard Greene
John Willmann
James Stuart
Stuart Wilson

Additional Character Animation
James Dawson

Lead Character Artist
Will Thompson

Character Artists
Neil Crofts
Neil Farmer

Vehicle Artist
Charles McNair

Additional Vehicle Modeller
Neil Farmer

Head of Music and Sound Effects
David Whittaker

Music and Sound Effects
Adam Hay

QA Tester
Jon Mayer

Special Thanks
TT Fusion, Arthur Parsons, Arkadiusz Duch, Ryszard Momot, Przemyslaw Przybylski, Rafal Machelski, Andrzej Krajewski, Annika Barkhouse, Lukasz Migas, Sam, Ben and Helen Burton, Nicky Bowyer, Fay Briscoe, James and Laurence Brown, Dawn Burton, Phil, Francesca Charlesworth, Samantha Crowe, Helen, Jacob and Sarah Cunliffe, Leah Donohue and Dale Wilson, Dylan Dawson, Emma and George, Stevie G, James Henderson, Mashhuda Glencross, Jane, Max and Charis, Donna Pardon-Gallagher, Samantha Lacey, Pervigilio, Alison and Evan Scragg, Stripey and Taylor, Lily-May, Gary Vibealite, Amanda, Charlotte and Heather Edwards, Molly-Rose and Grace, Jayne Stephen, Olivia Wahlen, Sonia Chabouni, Emily Thompson, Kristian Clarke, Ash, Symen, Kathryn Rennie, Barrie and Theresa Crofts, Rhoda Daly, Emma McHarrie, Harley, Marilena Aspiotis, Mixalis Krokidis, Maria Lines, Linda Edwards, Amy Clarke, Frank, Cath and Lee Niblock, Sen and Kai, Sara Gray, Ned Gray, Keith Greene, Nikos Aspiotis

TT Games Publishing

Managing Director
Tom Stone

VP Publishing
Jonathan Smith

Producer
Nick Ricks

Associate Producer
Mike Candy

Lead Testers
Graham Stark
Shaun Leach

QA Testers
Simon Arnold
James Beaton
Harry Dean

Carl Fell
Manjit Gill
Richard Gregory
Vincent Grogan
Geir Lunde
Tom Nicholas
Phillip Ring
Harjot Sidhu
Peter Spencer
Marek Werno
Nige Wynn
Jon Mayer

Compliance Group
James Beaton
Manjit Gill
Vincent Grogan
Tom Nicholas
Phillip Ring

QA Tech
Nige Wynn

Additional Testing
Toby Smith
Sam Smith

Marketing Assistant
Richard Earl

Business Development
Garry Edwards

Financial Controller
Mike Wyrle

Special Thanks
Travellers Tales
Sue Emily
Thomas Becky
Toby Sam
Ben Angela
George Harry
William

Project Managers
Miles Davies
Teppe Otsuka

QA Manager
Simon Lawrence

QA Coordinators
Linda Grosshennig
Daniela Schulze

QA Localization Testers
Maia Pal
Daniele Gallori
Sergio Garcia Gómez
Geraldine Berger
Giuseppe Piccolella

Michael Tobegen
Elena De Catalina
Helene Klausstrup
Naja Olesen
Kevin Karam
Sergio Aguilar
Andrea Bussani

Translators
Xavier Kemmlin
Erica Ossola
Axel Kircher
Natalia Brines
Katja Helmich

LEGO Company
Michael Boland
Michael Pratt
Linda Hegarty
Jill Wilfert
Tamara Damarjian
Henrik Saaby Clausen

LucasArts

LUCAS LICENSING
a division of
Lucasfilm Entertainment Company Ltd.
Chris Gollagher
Derek Stothard
Ashley Matheson
Paul Southern
Howard Roffman

LUCASARTS
a division of
Lucasfilm Entertainment Company Ltd.

Producer
Shawn Stork

Associate Producer
Kellam Eanes
David "Rogue" Silverstein

Assistant Producers
Kevin Clement
Andrew Bell

Production Assistant
Chris Thomas

VP of Product Development
Peter Hirschmann

Assistant to the VP of Product Development
Lynda Benoit

Director of Developer Relations
Harry Kinney



External Production Coordinator
Alden Schell

Localization Producer
Alben Pedroso

Assistant Localization Producer
Jeffrey Eng

Production Assistant
John Stratford

Executive Producer
Joey MacArthur

Director of Audio
Darragh O'Farrell

Music Supervisor
Jesse Harlin

Audio Department Coordinator
Meg Crowl

In-game Sound Design
Dave Levison

Cinematic Sound Design and Mixing
Erik Foreman
Skywalker Sound

Music Editor
Peter McConnell

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International Executive Producer
Joey MacArthur

Senior Localization Producer
Hiromi Okamoto

Localization Producer
Alben Pedroso

Assistant Localization Producer
Jeffrey Eng

Production Assistant
John Stratford

QA Supervisor
Toby Mast

QA Senior Lead
Gary Chew

QA Lead
Jay Loney

Assistant QA Lead
Chris Morales

QA Testers
Jason Pimentel
Mark Dominguez

Ben James
David Kirk
Patrick Kouse

Production Services Coordinator
Eva Holman

Compatibility Manager
Lynn Taylor

Senior Lead Compatibility Technician
Chris Adams
Tom McFarland

Lead Compatibility Technician
Matt Bishop

Compatibility Technician
John Shields

MP Lab QA Lead
Seth Benton

MP Lab QA Testers
Matt Boland
Luis Buenaventura
Marco Crescenti
Michael Kolin
Adam Smith

Compliance Manager
David Chapman

Lead Compliance Tester
Matt Tomczek

Assistant Lead Compliance Tester
Don Berger
Wilfredo Dimas

Compliance Testers
Travis Fillmore
Michael Castillo
Kamel Perez
Jesse Tavizon
Sean Haebberman

Production Services Operations Manager
Jay Geraci

Senior Mastering Lab Technicians
John Carsey
Scott Taylor

Mastering Lab Technician
Jonathan Layton

Console Resource Coordinator
Eric Knudson

Senior Product Support Lead
Jason Smith

Vice President of Finance
Kevin Parker

Director of Financial Planning and Analysis
Bill Liu

Senior Manager of Business Development
Ada Duan

Vice President of Production Services
Atsuko Matsumoto

Director of Global Marketing
Kevin Kurtz

Product Marketing Manager
Erin English

Director of Marketing Services
Ken Epstein

Integrated Marketing Manager
Matt Shell

Creative Services Manager
Hez Chorba

Marketing Services Coordinator
Heather Wagner

Director of Global Sales
Dorothy Ferguson

Channel Marketing Manager
Sande Ferrera

International Sales Manager
Chris D'Avanzo

Global Sales Planning Manager
Arnold Lee

Sales Coordinator
Arielle McKee

Director of Public Relations
Margaret Grohne

Sr. Public Relations Manager
Adam Kahn

Public Relations Manager
Hadley Fitzgerald Mickel

Consumer Insights Manager
Elina Shop

Director of Studio Operations
Mark Kyle

Studio Coordinator
Elyse Regan

Director of Credit & Sales Operations
Cynthia del Rosario

Global Materials & Manufacturing Manager
Evelyne Bolling

Sales Operations Manager
Jason Periera

Operations Materials & Manufacturing
Myra Villadolid
John Abinsay
Carlos Bustillo

Sales Operations & Credit
Trisha Young
Helen Dear
Ed Bitonio
Raul Varguez
Phillip He

IT Operations Support
Victor Tancredi-Ballugera
John von Eichhorn
Chad Williams
Brian Wong
Dylan Coates
Greg Millies
Randy Severson
Darryl Jacobson
Robert Santos
Robert Jordan
Dinesh Katariya
Fisher Key
Wes Anderson
Matt Gallagher
Brad Grantham
Lee Mehelis

Melanie Jacobson
Brendan Lloyd
Rich Murillo

Associate General Counsel
Neill O'Donnell

Business Affairs
Anne Marie Hawkins
Douglas Reilly
Carole Vandermeyde

Special Thanks
Jim Ward
Erin Haver

Very Special Thanks
George Lucas



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Lucasfilm Entertainment Company Ltd.
P.O. Box 29908
San Francisco, CA 94129